

Sears



SPORTS CENTER

home of the Ted Williams brand

MODEL NO.
362.997330

- assembly
- operation
- maintenance
- troubleshooting
- replacement parts

OWNER'S
MANUAL

HOCKEY · TENNIS II

TELE-GAMES™

ELECTRONIC GAMES

Fits any Make or Model Black-and White or
Color TV Set



FOUR GAMES
1 OR 2 PLAYERS

Introduction

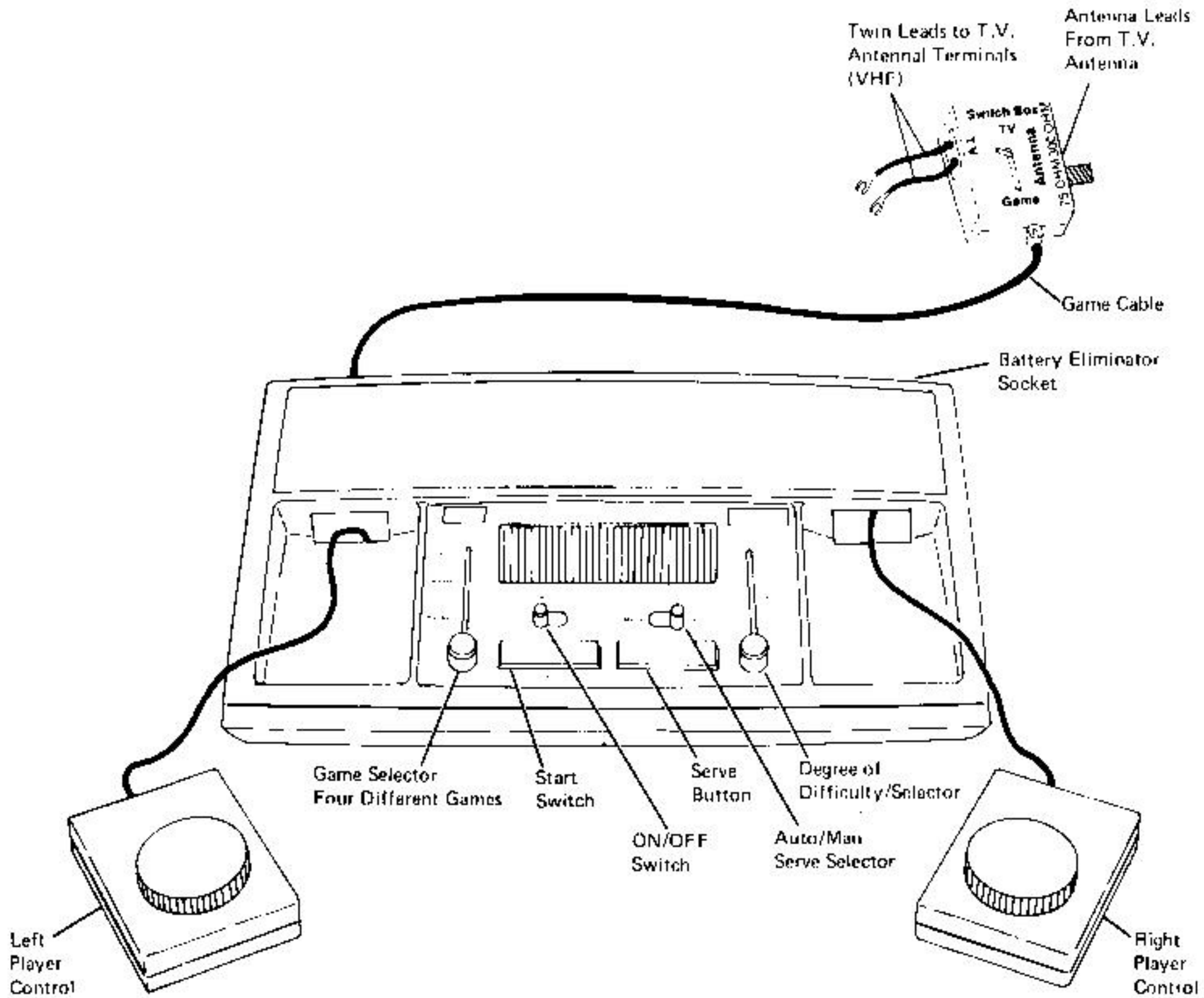
Your Hockey-Tennis II Telegame is a home entertainment system, designed for the whole family. It features selection of 4 different action ball games — TENNIS for two, HOCKEY for two, HANDBALL for two, and PRACTICE for one. It also allows selection of degrees of difficulty,

Installation is simple and Model 997330 can be played on any size, black and white or color TV. Telegame is 100% solid state and is designed to give you a highly reliable product.

Unpacking Instructions

Lift Telegame out of its shipping carton, and remove styrofoam protection pieces. Included in the box will be the following: See Fig. 1.

- Telegame control unit with 15 foot hookup cable attached.
- Switch box with short piece of Twin-Lead Wire
- 2 hand-held controls



The only tools needed to set up Hockey-Tennis II will be a flat head screw driver.

For best care and long use, the following points should be noted:

- Avoid poking objects or pouring liquids into the speaker openings.
- Never use any battery eliminator other than Model E-99732 (Optional)
- As with all fine equipment, protect your Telegame unit from shock, dirt, dampness and abrasion. Never clean the unit with solvents such as paint thinner; use only a water dampened soft cloth.
- Avoid leaving batteries in the unit for long periods of time when not using.
- Never attempt to take any part of your Telegame apart; this should be done only by qualified Service personnel.
- Avoid lifting the unit by its wires.

Installation

A. Installing Batteries:

To install or replace the 6 "C" batteries, (not included) place the control unit on a soft surface with the underside facing up towards you. Gently slide the battery cover off. Install the 6 "C" cell batteries with the correct positioning as shown in the battery compartment and in figure 2. Slide the battery cover back in place. Note: The game will not operate if any of the batteries are not installed in proper direction. A fresh set of 6 carbon zinc type batteries will give about 40 hours of operating time. An indication of weak batteries will be a decrease in the sound, and the playing field will become unsharp and unsteady. For longest use of batteries, turn the control unit off when not playing.

B. Channel Selection

Your Telegame unit can be viewed on VHF channel 3. This channel has been factory preset.

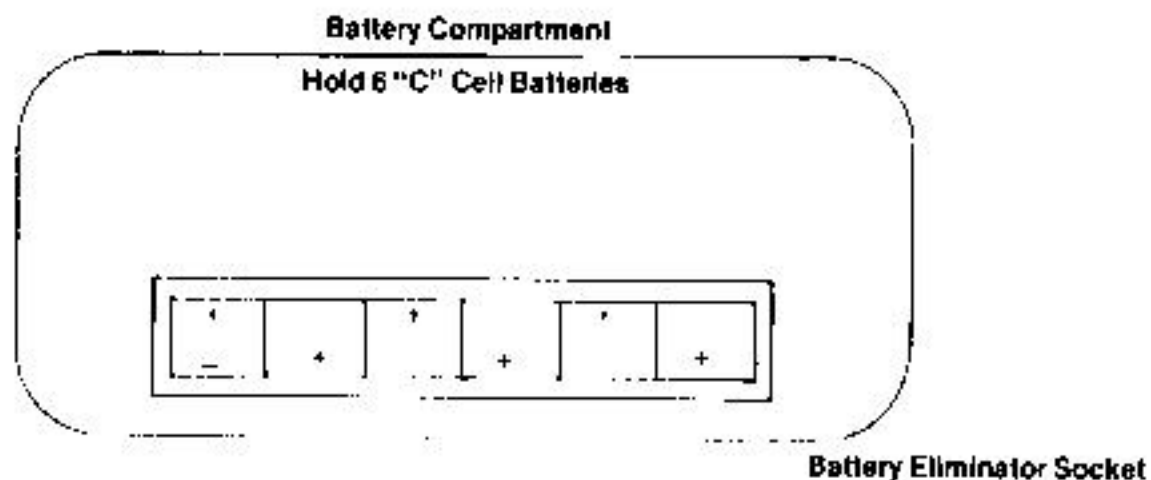


FIG. 2

C. Battery Eliminator (Optional)

For A.C. operation it will be necessary to use the optional battery eliminator, stock number E-99732. This may be purchased from Sears, Roebuck & Co.

To use the battery eliminator, turn the control unit power switch off, connect the battery eliminator to any convenient source of 110-120 volts A.C. and push the plug into the socket on the rear of the control unit. When the plug is inserted, the batteries are automatically disconnected.

Caution: Permanent damage or malfunctions can occur by using the incorrect battery eliminator.

D. Switch Box

The switch box allows you to watch either regular TV programs, or to play. To attach the switch box:

1. Make sure both the television and the Telegame control unit's power is turned off.
2. Find the illustration in Fig. 3 that matches to the rear of your television set.
3. Follow the hook up instructions in Fig. 3.
4. Plug in the game cable (15 foot wire coming out of the control unit) into the game input of the switch box.
5. Finally peel off the adhesive protector from the switch box, and attach permanently to the rear of your TV. Note: You may remove the game wire anytime by just unplugging it from the switch box.

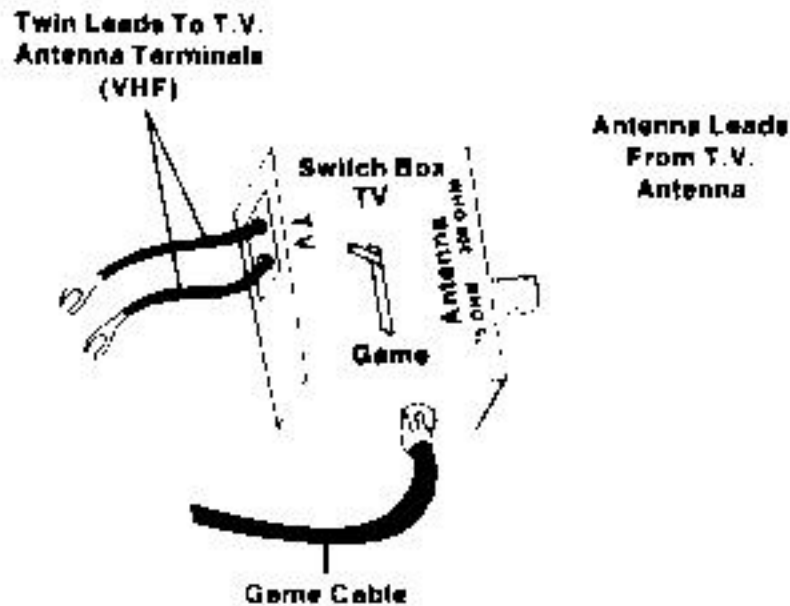
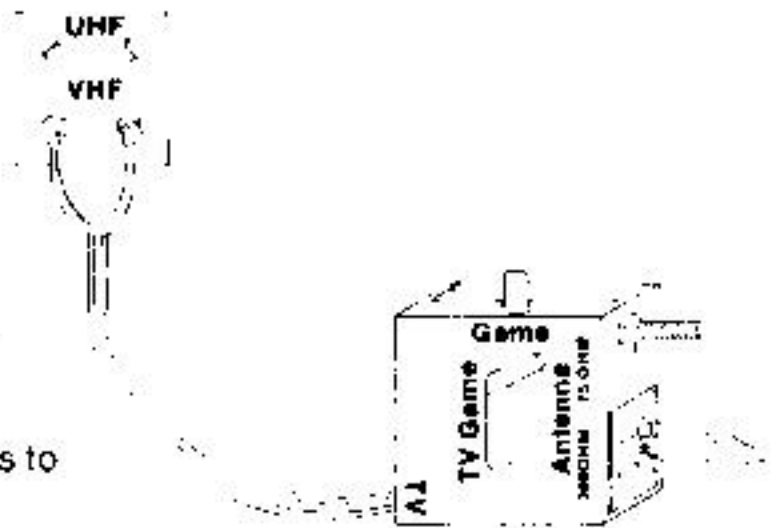


FIG. 3

If the rear of your TV looks like this

To hook up game do the following:

1. Disconnect flat wire from TV and connect to "300 OHM" screw terminals switch box.
2. Connect flat wire from Telegame switch box "TV" screws to VHF terminals on TV set.



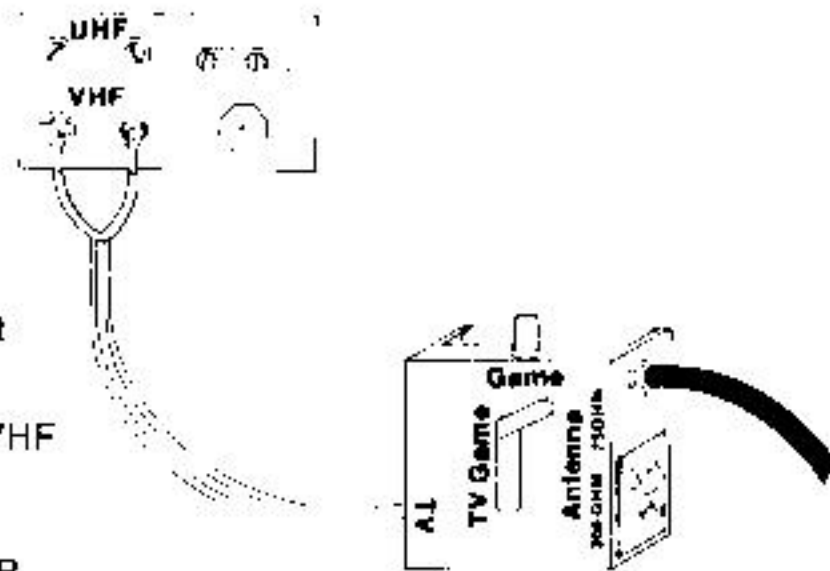
OR

OR

If the rear of your TV looks like this

To hook up game do the following:

1. Move slider to make connection between screws.
2. Disconnect cable from TV and Telegame plug switch box at "75 OHM" connector.
3. Connect flat wire from Telegame switch box "TV" screws VHF terminals on your TV set.



OR

OR

If the rear of your TV looks like this

To hook up game do the following:

1. Disconnect cable from TV and plug into switch box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to connector next to it on TV set.
3. Connect flat wire from Telegame switch box "TV" screws to VHF terminals on your TV set.



FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING

Avoid using any longer flat Twin-Lead from the Switch Box to TV set than is supplied with Switch Box. Avoid connecting flat Twin-Lead coming from the Switch Box to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using Telegame. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

Getting Started

1. Make all connections as outlined under "installation".
2. Turn your TV on, and switch to channel 3. Turn the volume control all the way down, since the sound comes out of the control unit.
3. Put the switch box to the game position. Note: To watch regular TV, turn the switch to the TV position.
4. Turn the power on by pushing the on/off button to the right.
5. If your television has automatic fine tuning control, turn this off.
6. It might be necessary to adjust the fine tuning control of your TV, to receive a clean and undistorted game picture.

Game Description

- A. There are 4 types of games that can be played with your Telegame unit. All games have in common that a ball goes across the screen and it can be "hit" by the paddle or bat. When a hit occurs, the ball changes direction. When the ball is missed, the opponent's score increases. When either score reaches 15, the game is over and the ball keeps moving but will pass through the paddles.
- B. **Paddle/Bat Control** - Each player's paddle can be moved up or down by turning either the right or left knob on the controllers.

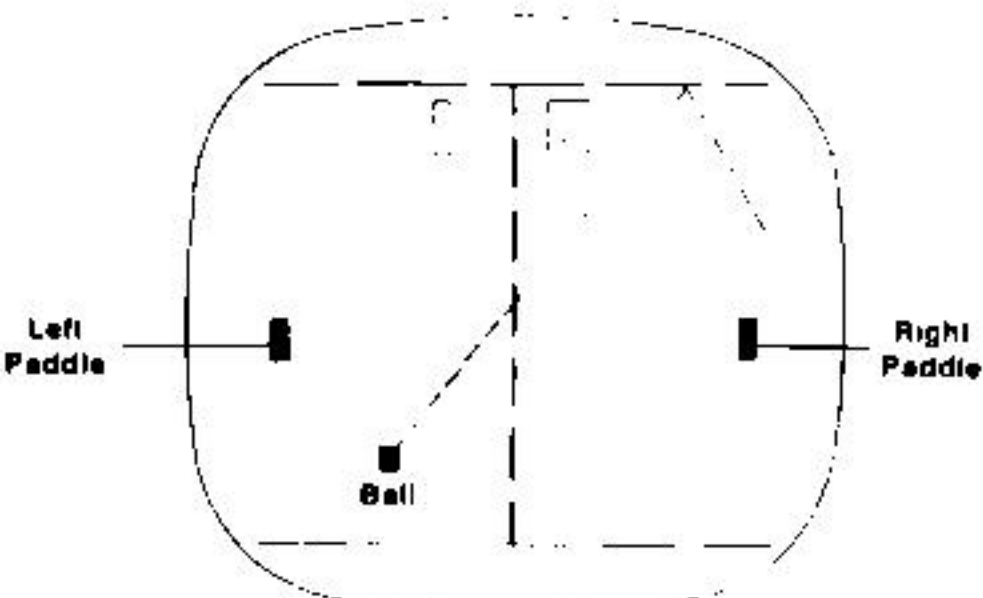
- C. Degrees of Difficulty - Three degrees of difficulty can be selected for any of each games.
1. Novice - Sharp angles, large bat and slow ball.
 2. Average - Sharp angles, small bat and slow ball.
 3. Expert - Sharp angles, large bat and fast ball.
- D. To start a game, press the start button and when you release it, the game will start. Note: it may sometimes be necessary to press the start button twice rapidly to obtain an initial score of 00 on the screen.
- E. When the ball hits a boundary, it will be reflected off.
- F. When a score occurs, the ball is automatically served to the player who missed.
- G. Game selection - Figure 4 shows the different playing fields for each of the 4 games.

Game 1 - Tennis for two - Played like real tennis with a ball being served, returned player to player, until one player misses. Ball will reflect off of top and bottom boundaries. First player to score 15 points wins.

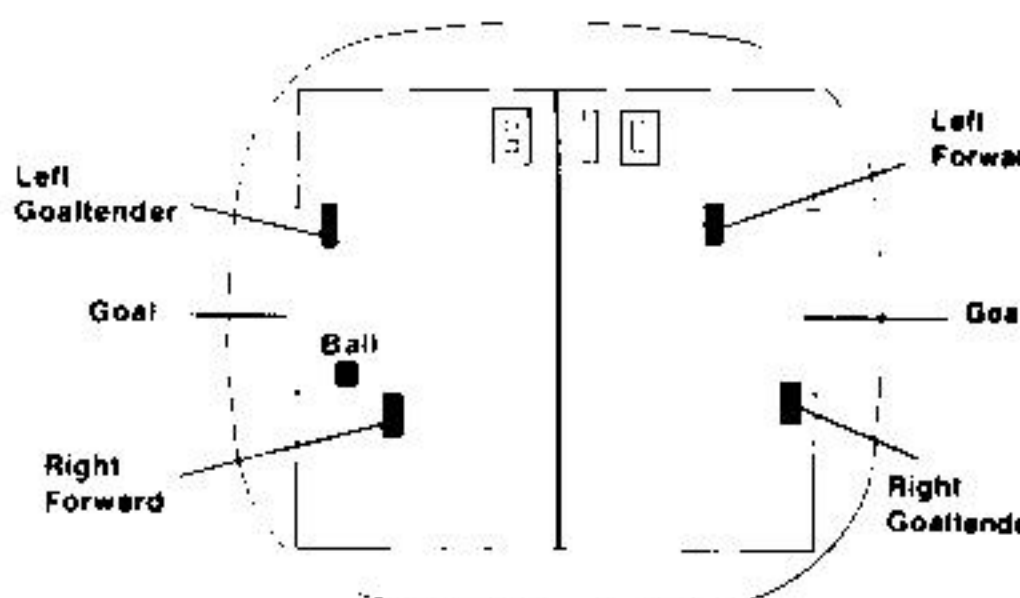
Game 2 - Hockey for two - Each player has 2 men. A goal tender and a forward. Object is to get ball into opponent's goal. The ball will pass through a forward if it is coming from that forward's side.

Game 3 - Handball for two - Played on a 3 sided handball court with both players on the right side of screen. Players hit the ball alternately until one misses. After the first player hits the ball, the other player must hit it next. (The ball will pass through the first player's racket if he attempts to hit it twice in a row). 15 points wins.

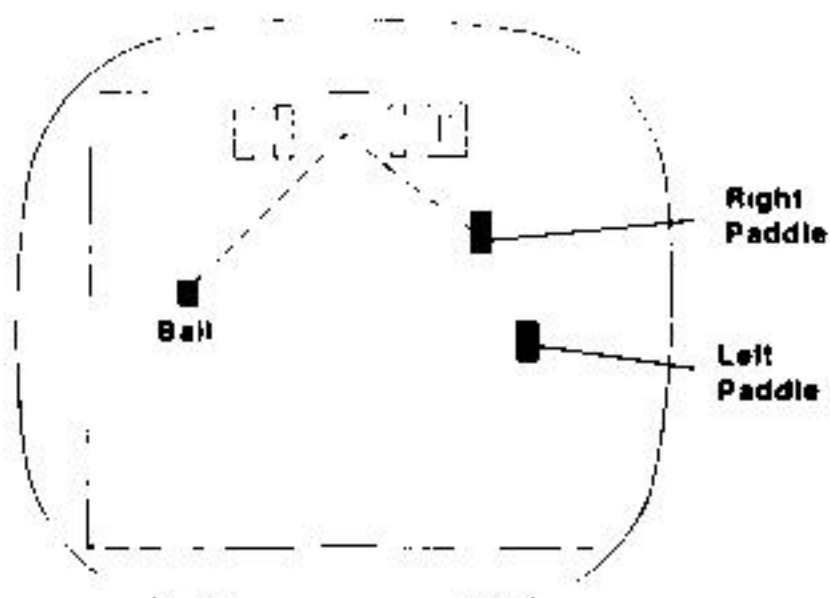
Game 4 - Practice for one - Like game 3, but only one player. Useful for practice. 15 points ends game.



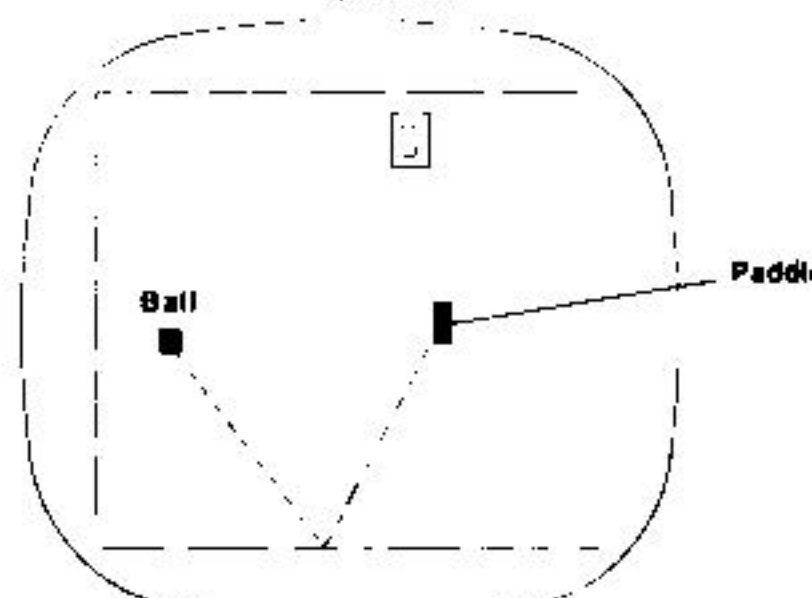
GAME 1
Tennis For Two



GAME 2
Hockey For Two



GAME 3
Handball For Two



GAME 4
Practice For One

TROUBLESHOOTING CHECKLIST

NOTE — On some TV sets, particularly black and white, phosphor memory may show the center court net and score digits when the set is off. This has no adverse effect in a television performance. The effect may be avoided by turning the game off when not in use and by reducing the contrast and brightness controls for a pleasant picture.

Symptom	Cause and Remedy
No playfield image on TV screen or whitish-gray screen.	Batteries low, dead, or not correctly installed. Switch Box set at "TV." Change to "GAME." Game Cable not properly plugged into Switch Box Twin-lead Wire not properly attached to rear of TV. Battery Eliminator unit not plugged into wall and/or Control Unit. On/Off Switch not pushed to "ON" position. Adjust TV for Tuning Control.
No regular TV programs.	Switch Box set at "GAME." Change to "TV." Antenna wire not properly attached to 300 OHM screws on Switch Box. Twin-Lead Wire not properly attached to rear of TV.
Buzzing sound from loudspeaker.	Television volume on too loud. Turn volume control down.
Playfield image clear and sharp, but bars or lines move across screen.	Local TV station broadcasting on same channel as Telegame is operating on. Cable TV or community antenna leads in room or nearby are carrying channel 3 programs. Solution: Disconnect Antenna wire or cable from antenna connection on switch box.
Playfield fuzzy like weak TV station signal.	Poor connections at antenna terminals of TV set or Switch Box. Adjust fine tuning control on TV set.
Playfield unsharp, unsteady.	TV set not fine-tuned for best picture. Adjust horizontal control on TV or adjust vertical control on TV.
Telegame worked before, but picture suddenly unsharp, unclear or unstable.	Batteries need to be replaced or re-tune fine-tuning control on TV set.
Top and bottom borders of playfield not equal distance from top and bottom edge of TV picture tube.	Adjust vertical height control on TV set.

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HOW TO ORDER REPLACEMENT PARTS

**OWNER'S
MANUAL**

HOCKEY - TENNIS II

TELE-GAMES™

ELECTRONIC GAMES

The Model Number of your Telegame is stamped on the Serial Label. Always mention the Model Number when requesting service or repair parts for your Telegame.

Part No.	Part Name
0140561	Control Knob
SBA 3	Switch Box
0140540	Battery Cover Plate
0433055	Instruction Manual
Purchase locally	Battery, size "C"

The parts listed herein may be ordered from any SEARS, ROEBUCK AND CO. retail or catalog store.

When ordering repair parts, always give the following information:

1. Part number
2. Part description
3. Model number
4. Name of item

FULL 90 DAY WARRANTY ON HOCKEY-TENNIS II TELE-GAME™ ELECTRONIC GAMES

For 90 days from date of purchase we will repair this Hockey-Tennis II Tele-Game, free of charge, if defective in material or workmanship.

Warranty service is available by simply returning your Hockey-Tennis II Tele Game to any Sears store throughout the United States.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SEARS, ROEBUCK AND CO.
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